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ABSTRACT

The Education Design Institute developed a series of tearsheets that were used as part of a feasibility study for a pre-school. The tearsheets, which aid designers in planning pre-school environments, outline educational objectives; optimum square foot standards; general environmental concerns; and furniture and equipment for infant, toddler, and pre-school age groups. A diagram of each room along with a list and diagrams of furniture and equipment are included for each age group. (GR)

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ED 442 260

Stewpot Pre-School Feasibility Study

Daycare Planning Guidelines
A Pre-School for Stewpot Community Services

As part of a feasibility study for a pre-school conducted with the Jackson Community Design Center for Stewpot Community Services, EDI has developed a series of tearsheets to aid designers in planning pre-school environments. These sheets outline educational objectives, optimum square foot standards, general environmental concerns, furniture and equipment for infant, toddler and pre-school age groups. A diagram of each room along with a list and diagrams of furniture and equipment are included for each age group.

The larger project involves converting an existing Methodist school facility on Capitol Street in Jackson, MS into a pre-school. This state-of-the-art preschool facility will house infants to toddlers. The facility is being developed by and will be run by Stewpot Community Services, a non-profit organization in Jackson.

The principal investigator for the project is Prof. David Perkes, Director of the Jackson Community Design Center at Mississippi State University. Brian Bassett and Ginnette Lolly of the JCDC are the staff architects. The tearsheets were developed by Prof. Paul Jacobs, College of Education, and Prof. John Poros, Projects Director of EDI, at Mississippi State University. Matt Lee, intern architect for EDI and the Small Town Center developed the tearsheet graphics. This project is sponsored by the Phil Hardin Foundation.

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Jeffery A. Lackney

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Infants 0-14 months old

Educational Objectives

- Promote gross and fine motor activities: grasp, hold head, walk, pull-up
- Facilitate Caregiver / Infant interaction

Optimum Standards

- Approximately 50 sq.ft. per infant
- 1 crib per child
- 1 caregiver for every 3 infants

General Environment

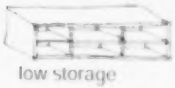
- Tactile, neutral color
- Room carpeting – for crawling and acoustically absorptive
- Sleeping and activity in the same area
- Large open areas - for crawling, etc
- A infant needs plenty of places to practice pulling up
- Mutable space rather than a lot of furniture
- Easily cleaned furnishings and equipment
- Cushioned play environment where a child can only fall 6"
- Light control - room darkening capability
- Area for non-ambulatory infants with barriers not more than 12" high

non-ambulatory area

Built-ins

- Play area - with low shelves, tables, chairs, and dining table for infants
- Sink and Changing table - with a way for beginning toddlers to get up on the table
- Partitions - shelves are a good choice for partitioning spaces
- Shelving - at changing area for gloves, wipes, and diapers
- Shelving - at changing area for each child's diapers that they bring from home
- Cubby storage - near the door and out of infant reach for diaper bags, change of clothes, etc

changing table

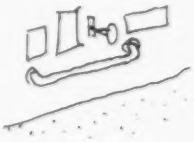


low storage

Furnishings and Equipment

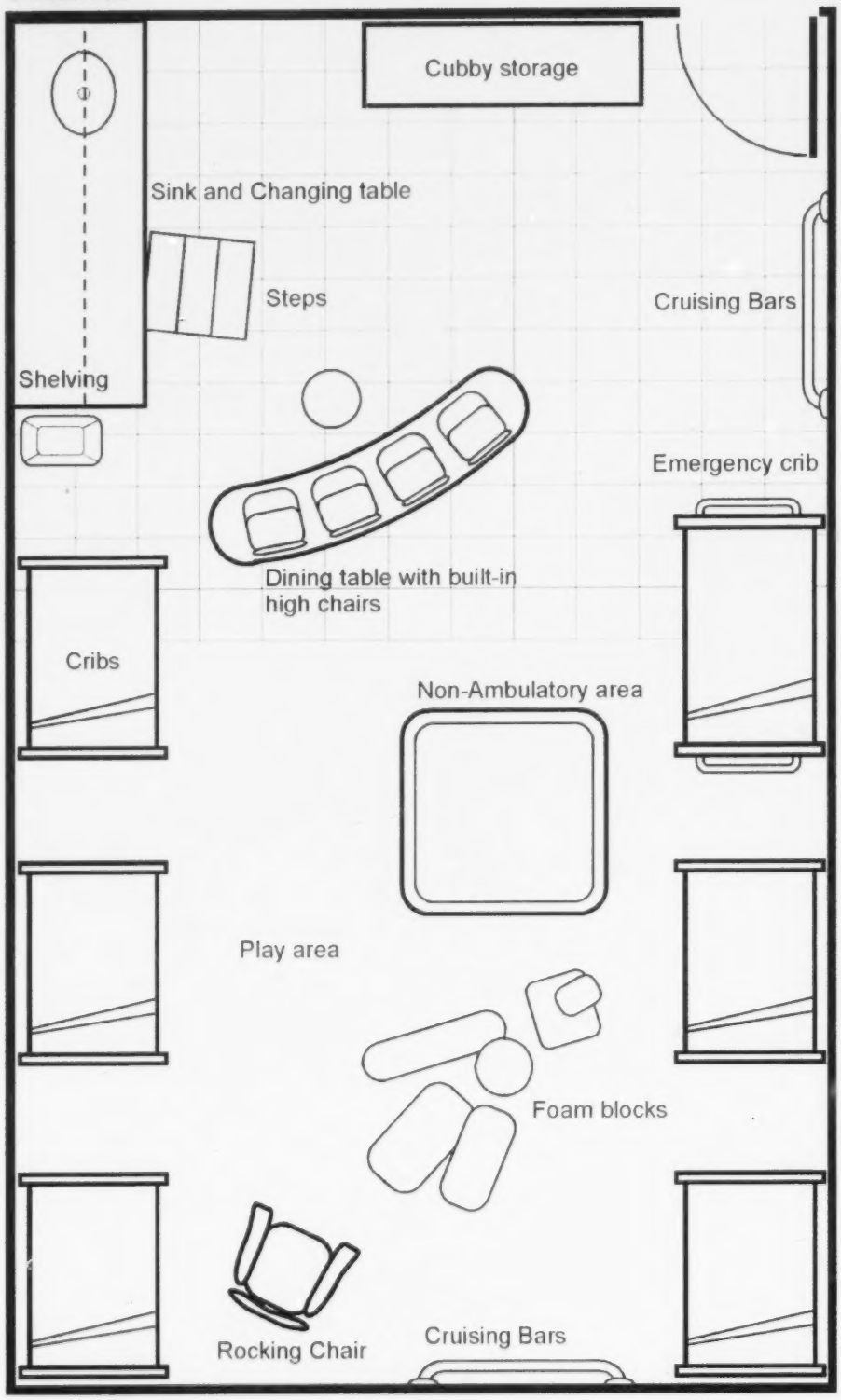
- Cribs- against a wall is best but not required
- Emergency crib - designed for fire escape (load kids in and run) located near the door
- Dining table with built-in high chairs - allows one caregiver to feed 4 infants simultaneously
- Hideaway steps
- Rocking Chair
- Foam blocks - for crawling over
- Cruising Bars (like handicap rails) with activity panels above
- Pictures on the walls - for infant stimulation
- Family pictures in the crib - under plexiglas so that infants can interact with the pictures
- Music - a CD player for musical stimulation

dining table



cruising bar

Infants



plan not to scale

Toddlers 14 months – 3 years old

Educational Objectives

- Promote sense of one's individuality
- Promote Social Skills – learning to play together, sharing, assume responsibility for their own messes. Toddlers act out what they see in their social environment.
- Parallel play
- Improve gross motor skills with areas to jump off things

Optimum Standards

- Approximately 50 sq.ft. per toddler
- 1 cot per child
- 1 caregiver for every 5-6 toddlers

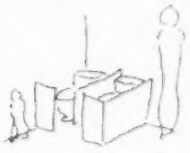
General Environment

- Familiar Appearance – Room should look like infants room to make them comfortable
- A room that is easily managed by the children – items and furnishings that can be manipulated by the toddlers
- Tactile, neutral color
- Room carpeting – for crawling and acoustically absorptive
- Sleeping and activity in the same area
- Large open areas – for improving motor skills
- Mutable space rather than a lot of furniture
- Easily cleaned furnishings and equipment
- Cushioned play environment
- Light control - room darkening capability

Built-ins

- Play area - with low shelves, tables, chairs, and dining table for toddlers
- Book area - picture books and photo albums
- Play block and Manipulatives area
- Art area
- Sink and Changing table - with a way for beginning toddlers to get up on the table
- Toilet training - separate area with toilet and low sink (large enough for care giver and child near changing area), children need to see other children going into the toilet (a 30" partition will allow the care giver to look in and see the child)
- Partitions - shelves are a good choice for partitioning spaces
- Low storage - so the toddlers can put things away
- Shelving - at changing area for gloves, wipes, and diapers
- Shelving - at changing area for each child's diapers that they bring from home
- Cubby storage - near the door and out of infant reach for diaper bags, change of clothes, etc

changing table


toilet training

low storage

Furnishings and Equipment

- Cots - 4"-6" high, washable, nylon with hard plastic or metal frame, needs to be stored in a room or cabinet
- Dining table - toddlers will eat at the table
- Hideaway steps
- Foam blocks - for jumping off of
- Pictures on the walls - for toddler stimulation
- Music - a CD player for musical stimulation

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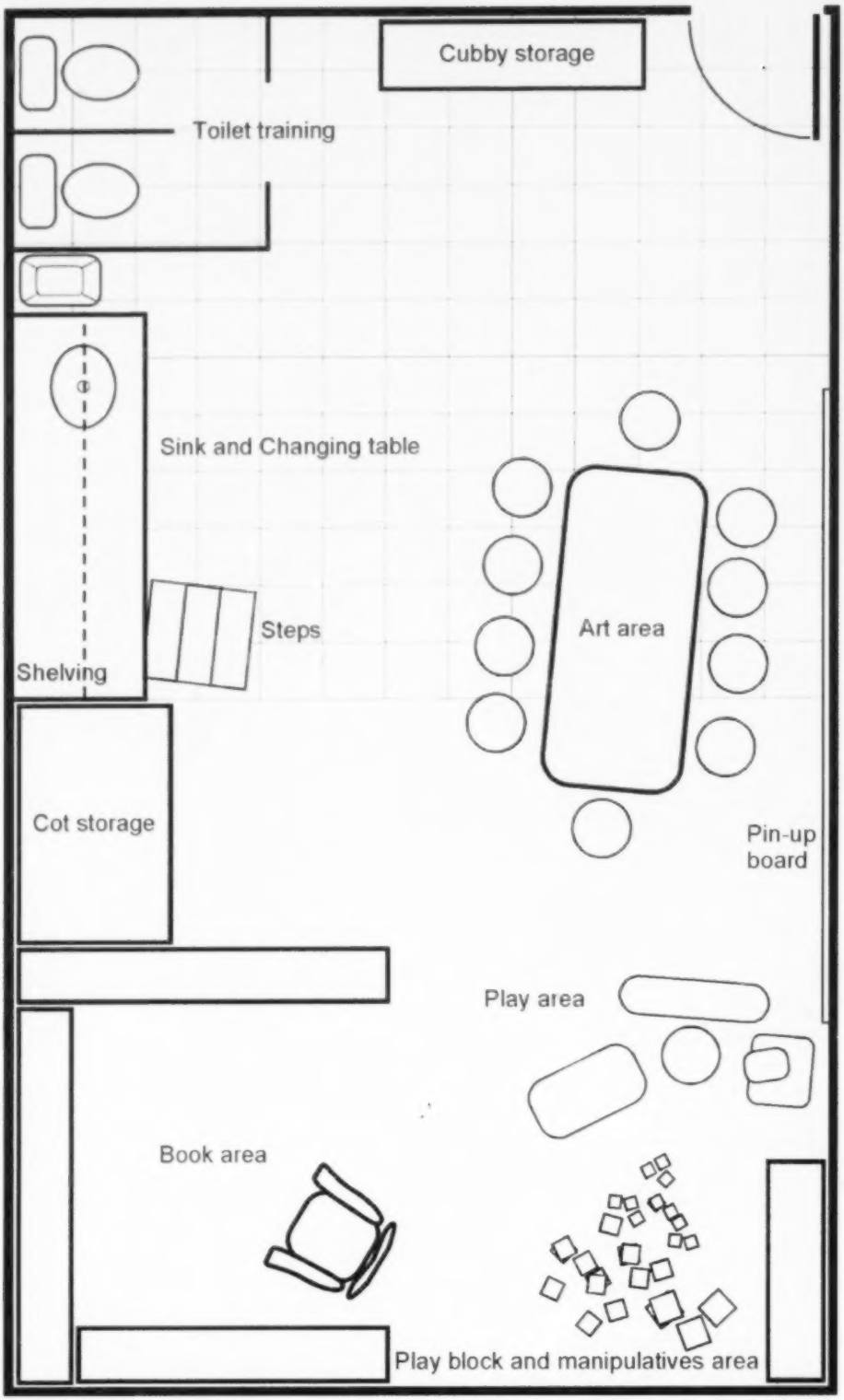
Toddlers



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Pre-schoolers 3 - 5 years old

Educational Objectives

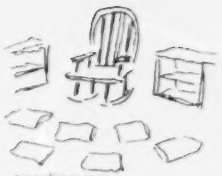
- Social Play and Pretend – experimentation, constructing, manipulating
- Emerging ability to be self-sufficient and social

Optimum Standards

- Approximately 60 sq.ft. per pre-schooler
- 1 cot per child
- 2 caregiver for every 12-16 pre-schoolers

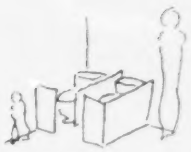
General Environment

- Familiar Appearance – Room should look like toddler's room to make them comfortable
- A room that is easily managed by the children – items and furnishings that can be manipulated by the pre-schoolers
- Tactile, neutral color
- Room carpeting – for crawling and acoustically absorptive
- Sleeping and activity in the same area
- Large open areas – for improving motor skills
- Mutable space rather than a lot of furniture
- Easily cleaned furnishings and equipment
- Cushioned play environment
- Light control - room darkening capability


reading area

Built-ins

- Manipulatives area
- Dramatic Play area – playhouse
- Reading area - picture books and photo albums
- Art area – determined by tables, easels, and cooking requirements: One 6' table and easel
- Sink and table – dropped to child level
- Toilet training - separate area with toilet and low sink (large enough for care giver and child near changing area), children need to see other children going into the toilet (a 30" partition will allow the care giver to look in and see the child)
- Partitions - shelves are a good choice for partitioning spaces
- Low shelving and storage - so the pre-schoolers can put things away
- Cot Storage
- Cubby storage

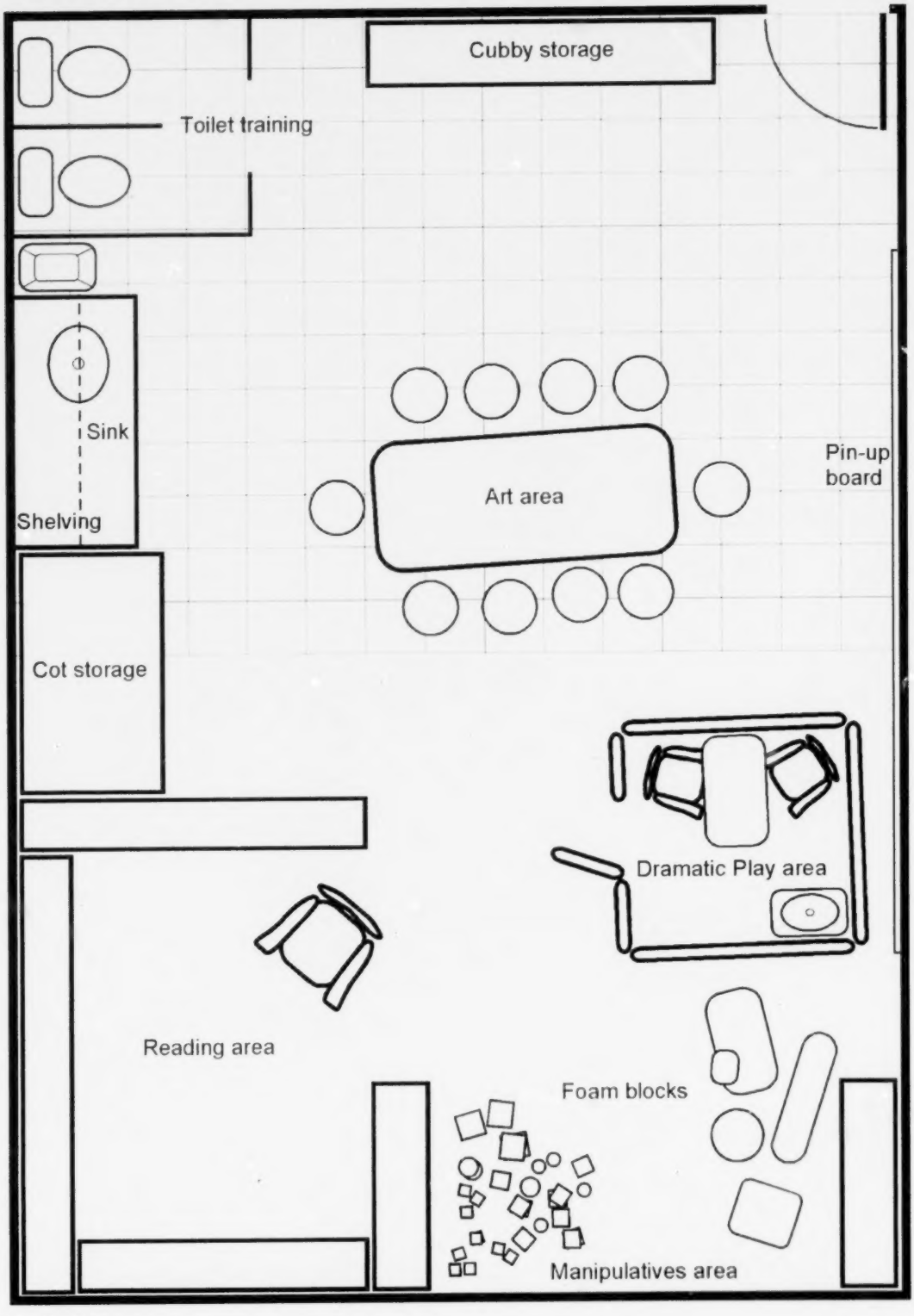

toilet training

low storage

Furnishings and Equipment

- Cots - 4"-6" high, washable, nylon with hard plastic or metal frame, needs to be stored in a room or cabinet
- Dining tables - 3-4 tables, 4 per table
- Foam blocks - for jumping off of
- Artwork - to be hung on walls
- Music - a CD player for musical stimulation

Pre-schoolers



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